Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method of determining the acoustical transfer impedance Z_t between a first position and a listening position of a human being, the method comprising

- generating an acoustical volume velocity Q in the listening position,

- measuring a response quantity p at the first position resulting from the volume velocity Q, and

- determining the acoustical transfer impedance Z_t as the response quantity p divided by the acoustical volume velocity Q, $Z_t = p/Q$,

~~characterized in that~~ wherein

the acoustical volume velocity Q is generated using a simulator ~~(10)~~ simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear ~~(14, 15)~~ with an orifice in the simulated head and a sound source ~~(30)~~ in the simulator ~~(10)~~ for outputting the acoustical volume velocity Q through the orifice, so as to generate a sound field around the simulator that simulates a sound field around a human being.

2. (Currently Amended) A method according to claim 1, wherein the simulator simulates the head ~~(13)~~ and a torso ~~(11)~~ of a human being.

3. (Currently Amended) A method according to claim 1, wherein the simulator comprises a sound source ~~(30)~~ in the interior of the simulator and a pair of microphones ~~(M1, M2; M3, M4)~~ arranged to measure a pair of sound pressures in a canal ~~(18)~~ leading from the sound source to the orifice, and that the method further comprises determining the volume velocity Q based on the pair of sound pressures.

4. (Currently Amended) A method according to claim 1, wherein the response quantity is sound pressure.

5. (Currently Amended) A method according to claim 1, wherein measuring the response quantity comprises at least one of measuring a sound pressure by at least one microphone and measuring structural vibrations by at least one vibration sensor.

6. (Currently Amended) A simulator (10) for use with the method according to claim 1 and simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear (14, 15) with an orifice in the simulated head and a sound source (30) in the simulator (10) for outputting the acoustical volume velocity Q through the orifice, so as to generate a sound field around the simulator that simulates a sound field around a human being.

7. (Currently Amended) A simulator (10) according to claim 6, wherein the simulator simulates the head (13) and a torso (11) of a human being.

8. (Currently Amended) A simulator (10) according to any claim 6, wherein the simulator comprises two orifices simulating a left ear (14) and right ear (15) respectively of the simulated human being.

9. (Currently Amended) A simulator according to claim 8, wherein means (19) are provided for selectively outputting sound signals through the simulated left ear (14) or through the simulated right ear. (15).

10. (Currently Amended) A simulator according to claim 6, wherein the simulator comprises means (M1, M2; M3, M4) for measuring the sound output from the simulated ears. (14, 15).

11. (Currently Amended) A simulator according to claim 10, wherein the means for measuring the sound output from the simulated ears (14, 15) comprises a pair of microphones (M1, M2; M3, M4) for measuring the output sound volume velocity.

12.   (Currently Amended) A simulator (10) for use with the method according to claim 2 and simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear (14, 15) with an orifice in the simulated head and a sound source (30) in the simulator (10) for outputting the acoustical volume velocity Q through the orifice, so as to generate a sound field around the simulator that simulates a sound field around a human being.

13.   (Currently Amended) A simulator (10) for use with the method according to claim 3 and simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear (14, 15) with an orifice in the simulated head and a sound source (30) in the simulator (10) for outputting the acoustical volume velocity Q through the orifice, so as to generate a sound field around the simulator that simulates a sound field around a human being.

14.   (Currently Amended) A simulator (10) for use with the method according to claim 4 and simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear (14, 15) with an orifice in the simulated head and a sound source (30) in the simulator (10) for outputting the acoustical volume velocity Q through the orifice, so as to generate a sound field around the simulator that simulates a sound field around a human being.

15.   (Currently Amended) A simulator (10) for use with the method according to claim 5 and simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear (14, 15) with an orifice in the simulated head and a sound source (30) in the simulator (10) for outputting the acoustical volume velocity Q through the orifice.